

Type of Activity:  
 Lead-up      Drill  
 Fitness      (Game)

Score: \_18/20

## Berkey's Assessment of Games

1. Name of the game: Captains
2. Source of the game: MI-EPEC
3. Brief description of the game: Five students will be captains, each captain will have a container, when the game begins the captains have one minute to get as many objects into their box as possible, the captains may not pick up any objects they must ask others to help them, students may carry only two objects at a time.

### Activity Analysis

	Low	-----			High
<b>1. Students can develop physical skills.</b>	1	2	3	(4)	5
State the skills: Running, dodging					
Students can practice appropriately	(Yes)				No

	Low	-----			High
<b>2. Participation level</b>	1	2	3	(4)	5
Roles of the students: Students will retrieve equipment or tell others to					
Potential examples of waiting: No waiting					

	Low	-----			High
<b>3. Activity is developmentally appropriate</b>	1	2	3	4	(5)
Stage/Age for which activity is appropriate: K-2					
Justification for this population/group: Personal/Social Skill					

	Low	-----			High
<b>4. Cognitive, personal and social development</b>	1	2	3	4	(5)
Examples of personal skills (Action/Condition): Compassion					
Examples of cognitive skills (Action/Condition): Communicate compassion verbal cues					

Modifications for special needs students: